Oathsworn Giant 4



Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4



Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4



Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4



Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306

Oathsworn Giant 4

Creature — Giant Soldier

Vigilance

Other creatures you control get +0/+2 and have vigilance.

The town stands on his ancestors' former burial grounds. Even with the graves long gone, he continues his determined vigil.

Daren Bader

3/4

™ & © 1993–2005 Wizards of the Coast, Inc. 27/306